

BLINSKY IS NO FUN!

BY DM SPARKY

A *CURSE OF STRAHD* EXPANSION



Investigate horrific happenings in a creepy toy shop and uncover the fate of the toymaker's family.



BLINSKY IS NO FUN!



CONTENT WARNING

This work contains themes involving depression and anxiety, alcoholism and addiction, loss of sanity, death and murder (including suicide and familicide), domestic violence, child abuse and neglect, blood and gore, body horror, and objectification of people. It also contains potentially triggering descriptions of scary dolls, creepy toys, and humanoid automatons.

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INTRODUCTION

Blinksy is *No Fun!* is a short side-adventure for four or five characters of 4th to 5th-level, designed to be played in one or two game sessions. It is set in the *Curse of Strahd* campaign, within the walled town of Vallaki. However, with a few small tweaks, it can be inserted into any small-to-medium sized town in any campaign setting.

Within this mini-adventure, the players and their characters will investigate a toy shop and its proprietor, and discover that there is more to the man's current work than meets the eye, including a strange toy that has taken on a life of its own. As they experience these strange events, they will uncover exactly what happened to the toymaker's family, and find out how he intends to literally build himself a new one.

BLINSKY IS NO FUN!

Gadof Blinsky is a famed toymaker known for bringing joy to children throughout the country of Barovia. Or at least, he used to be. A decade or so ago, at the peak of his professional career, Barovians of all walks of life would travel for miles across the valley just to visit his toy store and workshop in the town of Vallaki and purchase toys for their children: mechanical wonders with features unlike any common plaything, each one bearing a tag with his trademark stylized “B” logo and “*Is no fun, is no Blinsky!*” slogan.

That all began to change about five years ago, after Blinsky's wife, Lana, gave birth to their first child: a daughter named Milana. Despite, or perhaps somehow because of, the pressure that came with the joyous arrival of their child, Gadof fell into a deep fit of anxiety and depression from which he has not recovered.

This emotional darkness changed the nature of his work. No longer creations of happiness and joy, as his thoughts grew morbid, the toys he created were instead macabre and frightening. While some children enjoyed this grotesquery, most parents viewed such playthings as wholly inappropriate. And so, the toy shop, like the toymaker, became a sad, empty shell of its former glory.

Eventually, even Lana herself felt that the dark shade that Gadof's melancholy cast across their lives created an environment in which she could not raise a child. She confronted him and tried to help, but - though he tried - he could not conquer the malaise that was growing inside of him. Lana left, taking their daughter with her. Today, Blinsky is alone with his dark thoughts and only a pet monkey to keep him company. Or, so it would seem.

Ever since the loss of his wife and daughter, Blinsky has been studying the work of the legendary gnomish inventor Fritz von Weerg. Weerg was a master tinkerer skilled in the creation of all sorts of mechanical devices and gadgets, but his specialty was the creation of lifelike animated toys and clockwork automatons, including some so advanced they were said to have minds, emotions, and wills of their own.

Though he lived several centuries ago, many volumes have been written about Weerg, cataloging his inventions and the methods he used to create them. In fact, Blinsky has recently come into possession of one of the elder inventor's very own notebooks. Gadof hopes to use the knowledge within it to duplicate Weerg's work, allowing him to construct artificial replacement facsimiles of his lost wife and child.

Unfortunately for Blinsky, Weerg left very incomplete notes. Because of this, duplicating his methods has proven very difficult and the creations unpredictable. Fritz von Weerg, it is said, was more of an artist than a proper scientist, and large gaps exist in his documentation. Blinsky is beginning to suspect that even the inventor himself did not truly understand how he brought true life to seemingly lifeless constructs.

Yet, Blinsky has made progress using both Weerg's writings and his own intuitive leaps, and recently has begun testing his newly acquired knowledge. A few days ago, he attempted to imbue life into a small doll made in the likeness of the vampire, Count Strahd von Zarovich, who is referred to only as “The Devil” by the locals of Vallaki. To his surprise, upon awakening, the Devil Doll attacked him, wounding the toymaker's ankle and escaping into the levels of the building above the toy store, where Blinsky makes his home.

Fearing for his safety, Blinsky has locked himself in the lower level of the shop and is waiting for the alchemical power source that energizes the awakened toy to run down. By Blinsky's calculations, that should have already happened. Yet, the toy continues to make mayhem.

A Blinsky Label

DREAD CRAFTING

Unbeknownst to Blinsky, the late Fritz von Weerg was not merely an inventor, but a dread crafter: an artificer or alchemist whose hubris and dark ambition has caused their work to be touched by certain Dark Powers that reside within the Shadowfell.

The influence of these eldritch beings imbues the creations of such a craftsman with abilities and capabilities beyond mortal knowledge. A golem, clockwork, animated object or other automaton that they create is a dread construct: an awakened, fully autonomous, living being. Such creations always have ill intent, most often towards their creators, but sometimes towards all forms of natural life.

Because the Dark Powers play a role in the awakening of such dread constructs, the creator of the golem or clockwork may not understand why their creations are different from those made by other inventors who have not been so touched. Others studying their work will be unable to reproduce it and the crafter themselves will be unable to adequately explain why using the same methods yields different results.

For this reason, Blinsky has been unable to completely replicate Weerg's work. Unfortunately, the toymaker's own personal darkness and unhealthy desires have now gotten the attention of these same Dark Powers, granting him a measure of Weerg's ability, even though he does not yet realize it.

ADVENTURE HOOKS

If you are running the *Curse of Strahd* campaign, there are already numerous ways that the adventurers might hear about Blinsky and come to his toy store, either by encountering a character who owns one of his toys, or by having received a tarokka card reading from the Vistani fortune teller Madame Eva advising them to seek out an "entertaining man with a monkey" who is "more than he seems."

If you are running this as a one-shot or inserting *Blinsky is No Fun!* as a side adventure into your own campaign, then consider using one of these adventure hooks to get your players' characters into the toy store:

MONKEY BUSINESS

The adventuring party stumbles across the toy shop on one of their journeys during a stop in town. While walking down the street in front of the store, they see Piccolo, Blinsky's pet monkey. The monkey is dressed in a pink ballerina tutu and is wearing a small sign on its back that advertises "Blinsky's Toys – the Haus of Tiny Wonders." The toymaker has set the unruly primate outside in a vain attempt to drum up business. Instead, the naturally curious monkey is using its disarming appearance and natural skills as a climber to steal food and shiny objects of interest from passersby.

The monkey steals the coin purse or another small object of value from one of the party members and flees from the adventurers, eventually leading them to the toy store where they will meet Blinsky and can recover their pilfered gold.

VON WEERG'S MASTERPIECE

Gadof Blinsky has, himself, put out a call for adventurers. While his attempts to duplicate Fritz von Weerg's work have fallen short or had unanticipated consequences, the toy maker has heard that one of Weerg's "mechanical men" still exists, and he wishes to hire a party of adventurers to locate and acquire it for him so that he can dissect and study it. When they arrive, the party will soon find out that trouble is brewing at the toy shop itself and will have to stop to investigate before potentially moving on with Blinsky's quest.

In the *Curse of Strahd* campaign a creation of van Weerg, a clockwork jester known as Pidwick II, can be found in one of the spires of Castle Ravenloft (area K59). However, Pidwick II, or another, similar creation of Weerg, could appear anywhere that fits within your campaign.

THE BIRTHDAY PRESENT

An important and/or very wealthy NPC with a connection to the adventurers wishes to purchase one of Blinsky's toys. They have heard that the toymaker's creations are more advanced and amazing than any other toys made and are willing to pay a considerable sum to acquire a suitable toy as a birthday gift for a close relation (a child, niece, or nephew perhaps). Important matters prevent them from traveling to the toy shop themselves, so they have sent the party in their place. Unfortunately, their information about the state of Blinsky's creations is extremely outdated, as the party will soon discover.

For example, the brothers Luvash and Arrigal, located at the Vistani Camp near the town of Vallaki (area N9c in the *Curse of Strahd* campaign), might hire the adventuring party to purchase a toy for Luvash's daughter Arabelle's birthday. Since the Vistani are not legally permitted to enter the town they instead offer the characters a reward for an authentic Blinsky toy.

ARTIFACT EXPERTISE

In their journeys, the characters may have acquired items related to artifice or alchemy that they either wish to learn more about, or to determine the value of. Or perhaps the items are broken and in need of repair. While asking around town to find a suitable expert, they might be referred to the toy shop. Though an unconventional choice for such work, Blinsky is a polymath, a gifted engineer, and a self-taught artificer who might be able to lend his expertise to the party, once they help him solve his current dilemma.

In *Curse of Strahd*, the corpse of King Intree Katsky the Bright, an "inventor and self-proclaimed time traveler" is buried in the crypts of Castle Ravenloft (area K84, crypt 13) alongside two of his inventions: a musket firearm, and a wearable dragon-wing glider. While the adventurers are likely to enter Vallaki much earlier in the campaign than they are to encounter these items, it's possible that Katsky has left behind other inventions that might be encountered earlier in the characters' explorations of Barovia.

For example, you might place a broken spyglass somewhere early in the *Curse of Strahd* campaign, such as in the Death House introductory adventure (see *Curse of Strahd*, [appendix B](#)) or perhaps the spyglass is being held in the hands of a rotting corpse that the adventuring party encounters during their trek along the Old Svalich Road from the Village of Barovia to the town of Vallaki. Such a rare (and expensive) item might eventually bring them to the toy shop in hopes that Blinsky can repair it.

ADVICE FOR THE DM: HUMOR, ANGST AND HORROR

The tone of the party's journey through the toy shop, and the broken pieces of Blinsky's life, should vary greatly from beginning to end, with each floor of the shop having its own theme and feel. When the party first arrives at the toy shop, you should play up the humorous aspects of the adventure. Gadof Blinsky is a large man with an even bigger personality: he dresses in a comical fashion, speaks in a cartoonish accent, keeps a pet monkey dressed in a ridiculous costume, and makes terrible, groan-inducing jokes and puns.

And yet, all is clearly not well. The reality of that is visible just below the surface and should become apparent as the party spends more time with the toy maker. The toy store is dirty, run-down, and devoid of other customers. The toys on the shelves might seem normal at a cursory glance, but on closer inspection they are off-putting and some are downright wrong. Gadof himself is evasive and initially deflects overly curious inquiries. Plus, there is the suspicious matter of Gadof's injury and exactly what caused it.

By the time the adventurers reach the second floor and begin to investigate Blinsky's home, the absolute despair of the toy maker's life will become apparent. As the bright colors of the toyshop give way to the utterly dark, cobwebbed living quarters, the players, and their characters, should begin to feel some sympathy for the sad man who once brought joy to children, yet could not manage to hold onto his own happiness.

Finally, the third floor of the home presents a horrible contrast to the previous two: a dark carnival funhouse where the toys come alive with bad intent and where you cannot trust that even the most innocent-looking diversion won't try to harm to you when your back is turned.

These contrasts should help build tension and enhance the final beat of the story, which culminates in a reveal of what the toy maker is really trying to build in the attic and leaves the party with a decision, perhaps a conflicted one, as to what to do about that.

ROLEPLAYING THE NPCs

There are three NPCs of active importance in the toy store: the proprietor himself: Gadof Blinsky; his pet monkey, Piccolo; and the newly-created Devil Doll. This section is intended as an aid to help you in role-playing these characters.

GADOF BLINSKY, MASTER TOYMAKER

A tall, heavysset man with a ruddy complexion, who smells strongly of cologne, wine, and sweat, the toymaker Gadof Blinsky speaks with a thick, comical accent which he intentionally exaggerates for dramatic effect, calling himself "a weezard of tee-ny vonders." In situations where cracks in his well-rehearsed public persona begin to show, the toy maker's accent will become less farcical, or sometimes vacillate as he switches between the voice he uses in private and his "normal," exaggerated public speaking voice.

Blinsky will typically pepper his conversations with several toy-related jokes and puns, such as:

- "I hyate neesting dolls. They are always so full of themselves."
- "I vonce tried to myake a doll with a clock instead of a tummy. Eet was a vaist of time."
- "Vhy does a toy bear nyever eat? Is already stuffed!"
- "Nyet of my paper gliders ever fly! Is because they are stationary!"
- "Do you know vhy the beebe oyster vouldn't shyare his toys? Because he vas shellfish!"
- "Did you hear about the leettle boy who swallow a toy horse? Don't vorry, his condition is stable!"
- "Do you vant to buy a used yo-yo – no strings attached? I admit, eet has hyad eets ups and downs."

An engineering prodigy and a multi-discipline master-crafter, Blinsky presents a jovial front, but he has been consumed by despair for the last several years. His depression became much worse after his wife left him, taking their young daughter with her. He feels that no one seems to care for him or want his toys, and his fascination with eerie playthings causes most other locals to avoid him and his store.

If asked about the goings-on within Vallaki, Blinsky will generally feign ignorance and try to avoid the subject of current events or politics, paying lip service allegiance to the ruler of Vallaki, Baron Vargas Vallakovich, if pressed on the matter. Like the Baron, he used to believe that the happiness of the townsfolk was the key to Vallaki's continued prosperity. These days, he is disillusioned by those ideals, but cannot bring himself to admit that fact aloud.

Blinsky is not generally aggressive, but will not hesitate to defend himself and his shop if threatened. If attacked, he will attempt to distract his opponents and flee to safety if possible, perhaps running outside the shop and calling for the city guard. He keeps a custom-built blunderbuss pistol under the counter in the toyshop. Like his boots and shield, the pistol is infused with alchemical magic but these items will all cease to be magical if he is killed or if they are taken from him.

BLINSKY'S TRAITS

Ideal "I express my inner feelings and find what little solace I can through my toymaking."

Bond "I seek to replace the family that I lost."

Flaw "I try to use humor and whimsy to hide my sadness from others, but especially also from myself."

GADOF BLINSKY

Medium Humanoid, chaotic good

Armor Class 16 (leather armor and repulsion shield)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

Initiative +1

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	18 (+4)	8 (-1)	15 (+2)

Saving Throws CON +5, INT +7

Skills Arcana +7, Perception +2

Senses passive perception 12

Languages Common

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Tool Expertise. Blinsky is proficient with alchemist's supplies, carpenter's tools, cobbler's tools, leatherworker's tools, painter's supplies, potter's tools, tinker's tools, weaver's tools, and woodcarver's tools. His proficiency bonus is doubled for any ability check that he makes that uses any of these tools.

Spellcasting. Blinsky is a 7th-level spellcaster. His spellcasting ability is Intelligence (spell saving throw DC 15, +7 to hit with spell attacks). Blinsky has the following Artificer spells prepared:

Cantrips (at will): *mending*, *shocking grasp*

1st level (4 slots): *absorb elements*, *catapult*, *expeditious retreat*, *grease*

2nd level (3 slots): *invisibility*, *spider climb*, *web*

Actions

Multiattack. Blinsky makes two weapon attacks with his Infused Repeating Pistol.

Infused Repeating Pistol. *Ranged Weapon Attack:* +6 to hit, range 30/90 ft., one target. Hit: 19 (3d10 + 3) piercing damage. This weapon, infused with magic, automatically creates one piece of magical ammunition when you make a ranged attack with it. The ammunition created by the weapon vanishes the instant after it hits or misses a target.

Bonus Actions

Boots of the Winding Path. Blinsky can teleport up to 15 feet as a bonus action to an unoccupied space that he can see. Blinsky must have occupied that space at some point during the current turn.

Dread Crafting (Recharge 5-6). As a bonus action, Blinsky causes a group of toys he can see within 15 feet of him to animate as a **Swarm of Killer Toys**. The swarm obeys Blinsky's commands and takes its turn immediately after his turn.

Reactions

Repulsion Shield. Blinsky can use a reaction immediately after being hit by a melee attack to push the attacker up to 15 feet away. He can use this ability up to 4 times and regains 1d4 uses every day at dawn.

Flash of Genius. When Blinsky or another allied creature he can see within 30 feet makes an ability check or a saving throw, he can use his reaction to add his Intelligence modifier (+4) to the roll. He can use this feature a number of times equal to his Intelligence modifier (4) and regains all expended uses when he finishes a long rest.

WHAT HAPPENED TO BLINSKY'S FAMILY?

This adventure assumes by default that Lana Blinsky left her husband, taking their daughter Milana with her, and that her current whereabouts are unknown. The real fate of Blinsky's lost family is up to you, the Dungeon Master. There are several options, each of which has an effect on Gadof Blinsky's alignment, and which might have real repercussions that play into how sympathetic the toymaker appears to the players, and how they might decide to deal with him at the conclusion of this adventure.

Within this adventure, certain encounters should be changed depending on which of these options you chose. Changes to the encounters are marked with a number of skull icons that correspond to the options below, allowing you to quickly locate them.

Consider each of the following options, which are progressively more sinister and disturbing than the previous one:

Lana and Milana left him. Unable to help Blinsky, Lana and Milana successfully left him and started new lives outside of his emotional gloom. They may still reside safely in the town of Vallaki and perhaps have achieved a degree of happiness, while accepting the reality of their situation. Blinsky himself might or might not know their current whereabouts, but has chosen to leave them alone, realizing that his own emotional state is not a healthy one for his family to be around. This makes Blinsky a pitiable, but not necessarily a bad person – while he may not be able to completely overcome his inner bleakness, he has at least somewhat made peace with it, withdrawing from the people who he hurt, and allowing them to go on with their lives without him, even as he continues to wallow in misery. In this scenario, Blinsky's alignment is the same as in his stat block: *Chaotic Good*.

☠ **Blinsky's family ran away, but died.** This option is similar to the previous one, except that Lana felt that in order to escape her husband, she had to put distance between them. So, hastily, she took her daughter and attempted a journey to another nearby town, such as the villages of Barovia or Krezk, to take up residence there. But such journeys are risky and even the roads are full of potential dangers. As such, tragedy befell them and both Lana and Milana died. Blinsky blames himself for their deaths and, because of this, has fallen even further into a pattern of self-pity, depression, and alcohol abuse – the very things that drove his loved ones away from him in the first place. If you choose this option, then the toymaker's alignment changes to *Chaotic Neutral*.

☠☠ **Lana killed her child and herself.** In this scenario, Lana Blinsky also fell into a dark depression along with her husband. She felt unable to escape from a controlling and increasingly unpredictable Gadof, and finally found life unbearable, brewing a poisoned tea which she gave to Milana before drinking herself. This has only driven Blinsky further into the very pit of hopelessness and despair. He also has contemplated suicide, but is too weak and afraid to follow through. This version of the toymaker is utterly without hope and, for that reason, dangerous to himself and others around him. He is driven only by his desire to create a replacement family, no matter the cost. His alignment is *Neutral Evil*.

☠☠☠ **Blinsky murdered his own family.** When confronted by Lana over his mental state, Gadof entered a blind rage, murdering both his wife and their child. This is the darkest possibility and firmly places Gadof Blinsky in the category of a true villain. If you choose this backstory option, once the characters learn the truth they are unlikely to have any sympathy for the morose toymaker. Blinsky's alignment is *Chaotic Evil*.

PICCOLO THE MONKEY

The small monkey named Piccolo was born in captivity and trained as part of a traveling circus. The monkey came to Barovia with a foreigner from distant lands, the bard Rictavio. Sensing the depths of the toymaker's loneliness, Rictavio gifted Piccolo to Blinsky.

In truth, Piccolo does not care much for people, after having been mistreated by its circus caretakers, but the monkey has formed a strong bond with Blinsky. It will hiss and bare its teeth to try to warn off anyone who attempts to pet or touch it and it will use its ability to climb or jump away from any situation where it feels uncomfortable.

Since acquiring Piccolo, Blinsky has been taking advantage of the monkey's circus training by asking Piccolo to fetch toys from hard-to-reach shelves, a skill that has come in handy after Blinsky's recent injury. The toymaker has also fitted Piccolo with a custom-tailored pink ballerina tutu and a small sign, advertising the toy store.

He sometimes sends the monkey out onto the street in an attempt to attract passers-by to visit the shop. A few times, the unruly and unpredictable monkey has returned with a pouch of coins or some other shiny bauble that it lifted from a passerby.

If Blinsky is attacked, Piccolo will defend him as best the monkey is able. While not a strong combatant, it can use its Helpful bonus action to give Blinsky advantage on his attacks. Piccolo will also use its Monkey Around action to knock over objects in the toystore, creating difficult terrain and allowing Blinsky to flee from danger, while the monkey uses its bonus Cunning Action and climb speed to avoid being attacked.

PICCOLO'S TRAITS

Ideal "No one can tell me what to do!"

Bond "You'd better not try to hurt my owner!"

Flaw "I distrust nearly all people."

PICCOLO THE MONKEY

Small Beast, unaligned

Armor Class 13

Hit Points 22 (5d6 + 5)

Speed 30 ft., climb 40 ft.

Initiative: +3

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	6 (-2)	12 (+1)	6 (-2)

Saving Throws DEX +5

Skills Acrobatics +6, Sleight of Hand +6

Senses passive perception 11

Languages --

Challenge 1 (200 XP) **Proficiency Bonus** +2

Pack Tactics. The monkey has advantage on an attack roll against a creature if at least one of the monkey's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The monkey attacks once with its Bite and then uses its Monkey Around action.

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. Hit: 1 (1d4 - 1) piercing damage. If the monkey used its Helpful feature to aid an ally during this turn, the monkey's bite attack deals an extra 7 (2d6) piercing damage.

Monkey Around. The monkey knocks over objects in the area around him within the toy shop. The ground in a 5-foot radius centered on the monkey becomes difficult terrain.

THE TOYSHOP: COMMON FEATURES

Unless the text for a specific area says otherwise, the following rules apply to the rooms inside the toy shop building.

Ceilings. The ceiling in each of the three floors of the toy shop is approximately nine feet tall.

Light. The lower level of the toy shop is well-lit by oil lamps. During the day the front windows also allow additional illumination from outside. These areas are in bright light. However, there are few lit light sources on the second or third levels of the shop, though during the day, some light does seep in through the gaps in the shutters. Rooms on the second floor which have windows are considered to be in dim light. Any room without windows (such as the closet N7j and cupboard N7k,) including all of the third floor attic, is in darkness. All of the room descriptions are written with the assumption that the adventurers are using a torch or other light source to see.

Locked Doors. A creature proficient with thieves' tools can use them to pick most of the locked doors in the building with a successful Difficulty Class 15 Dexterity check. Locked interior doors could also be forced open with a successful DC 10 Strength (Athletics) check. The DC for forcing open the front or back exterior doors on the lower level increases to 15 if the door is also barred. These doors are usually barred at night.

Locked Windows. All the windows in the building are closed and locked. The windows on the second and third levels also have their shutters closed, although they are in such a state of disrepair that some outside light still gets in during the day.

A creature that is proficient can use thieves' tools to open a locked window from the outside as long as they can reach the window. Doing so requires a successful DC 10 Dexterity check. Locked windows can also be broken and forced open with a successful DC 5 Strength (Athletics) check.

Chests, Safes and Padlocks. A locked chest, padlock, or safe can be opened using thieves' tools, by a creature proficient with them, on a successful DC 15 Dexterity check, or can be broken by smashing it with a bludgeoning or slashing weapon while succeeding on a DC 20 Strength (Athletics) check.

Clutter. Some areas of the toyshop, particularly some of the third-floor attic rooms, are extremely cluttered with spare parts, raw materials for crafting, or completed toys. These areas count as difficult terrain for movement purposes and are shown as shaded squares on the included maps.

THE DEVIL DOLL

Tiny Construct, chaotic evil

Armor Class 14

Hit Points 70 (20d4 + 20)

Speed 30 ft.

Initiative +2

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	10 (+0)	10 (+0)	8 (-1)

Saving Throws DEX +5

Skills Stealth +5

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Darkvision 60 feet, passive perception 10

Languages Understands Common but can't speak, read, or write

Challenge (1,800 XP) **Proficiency Bonus** +3

False Object. While the Devil Doll remains motionless, it is indistinguishable from an ordinary toy. If it is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the doll move or act, that creature must succeed on a DC 15 Wisdom (Perception) check to discern that it is animate.

Constructed Nature. The Devil Doll doesn't require air, food, drink, or sleep.

Antimagic Susceptibility. The Devil Doll is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the doll must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Assassinate. Any hit the Devil Doll scores against a surprised creature is a critical hit.

Sneak Attack. The Devil Doll deals an extra 14 (4d6) damage when it hits a target with its bite attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the doll that isn't incapacitated and the doll doesn't have disadvantage on the attack roll.

Actions

Multiattack. The Devil Doll makes two attacks, one Bite attack and one attack with its Mesmerizing Gaze. If it chooses not to attack, it can instead use its Dread Crafting ability or take an action to Self-Destruct.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) piercing damage.

Mesmerizing Gaze. The Devil Doll's eyes glow and pulsate in a mesmerizing pattern. One creature within 15 feet of it that can see it must succeed on a DC 13 Wisdom saving throw or be stunned for one minute. The stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Dread Crafting. As an action, the Devil Doll causes a group of toys it can see within 15 feet of the doll to animate as a **Swarm of Killer Toys**. The swarm takes its turn immediately after the doll's turn.

Self-Destruct. When the Devil Doll reaches 7 or fewer hit points, it can take an action to overload its alchemical power source, causing it to self-destruct. If it does, it is destroyed and creatures within 20 feet of it must make a DC 14 Constitution saving throw or take 18 (4d8) force damage on a failed save, or half as much on a successful one.

Bonus Actions

Cunning Action. On its turn, the Devil Doll can take the Dash, Disengage, or Hide actions as a bonus action.

Legendary Actions

The Devil Doll can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the doll has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. The doll regains spent legendary actions at the start of its turn.

Attack. (Costs 1 Action) The Devil Doll makes a Bite attack.

Move. (Costs 1 Action) The Devil Doll can move up to its speed without provoking opportunity attacks.

Dread Crafting. (Costs 2 Actions) The Devil Doll causes a group of toys it can see within 15 feet of the doll to animate as a **Swarm of Killer Toys**. The swarm takes its turn immediately and then acts after the doll's turn on the next round of combat.

Mesmerizing Gaze. (Costs 2 Actions) The Devil Doll affects one creature with its Mesmerizing Gaze ability.

Self-Destruct. (Costs 3 Actions) If the Devil Doll has 7 or fewer hit points, it can use its Self-Destruct ability.

THE DEVIL DOLL'S TRAITS

Ideal "I wish I could tell others how I feel!"

Bond "I am very angry at my father for creating me!"

Flaw "Sometimes I bite the hand that feeds me ... or any other hand that I can get my teeth on."

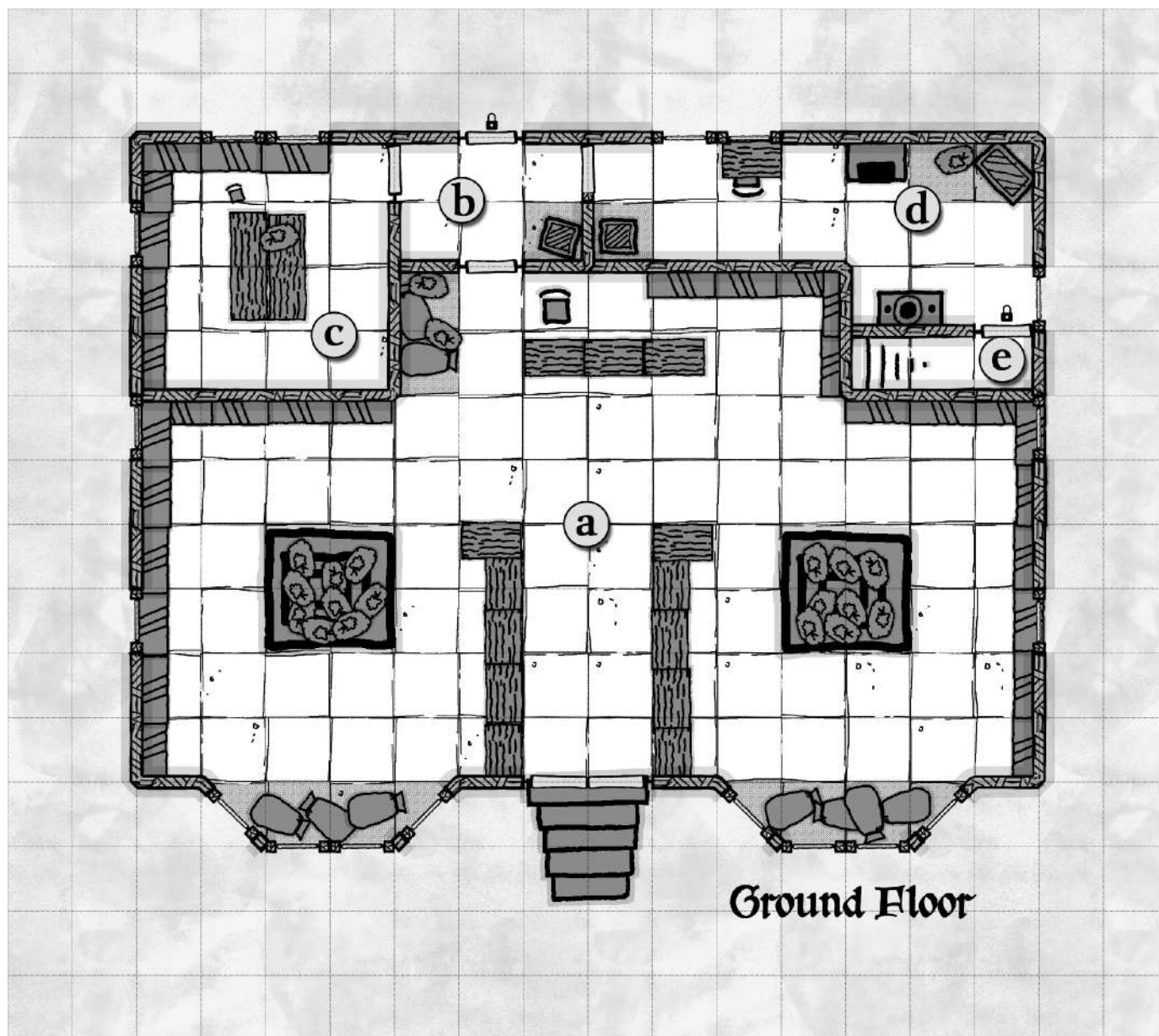
THE DEVIL DOLL

The Devil Doll was brought to life only a few short days ago by Gadof Blinsky, as a test of the methods that the toy maker intends to use to create mechanized replacements of his wife and young daughter. Upon coming to life, the doll lashed out at its creator, feeling a deep rage and malevolence just for being brought into the world.

The doll, like a small child, is ruled by its emotions and drives and has very poor control of those impulses. Unfortunately, since it cannot speak to express itself, the doll has been unable to voice its anger with its creator. Instead it has ransacked several rooms of Blinksy's apartments, and gained access to the attic level, where it knows that the toy maker was designing a mechanical voice box for use in the mechanized simulacra of Blinksy's wife and child.

The doll's only goal is to get the adventuring party to open the workshop (area **N7u**) so that it can access and retrieve the voice box and then confront Blinksy. However, it is also very cunning and when presented with a potentially lethal force, like an entire party of well-armed characters, it will use subterfuge, stealth, trickery and misdirection.

The doll inherited from its father a measure of power to grant a semblance of life to other toys. In combat, it will use this ability to animate and control other toys to distract the party so that it can flee or hide. It will only fight the party directly if it is cornered and has no other choice, or, if one of the party members is in possession of the voice box, it will attempt to kill, incapacitate, or mesmerize that character so that it can retrieve the device. Once it has the voice box, the Devil Doll will attempt to flee from combat, hide, and use an action to install the voice box within itself. It will then travel to the lower level of the toy shop to confront its "father."



MAP 7.1 - BLINSKY'S TOY SHOP, GROUND FLOOR (DM VERSION)

CHAPTER ONE: THE TOYSHOP OF WONDERS

Blinsky's toyshop occupies the first floor of an unassuming three-story building in a rundown part of the central business district in the walled town of Vallaki. The first floor of the building is Blinsky's showroom and shop, while the upper levels of the building serve as the toymaker's home and workshop.

N7A. BLINSKY'S TOY SHOP

When the party reaches the outside of the shop, read:

This three-story building has a dark entrance portico, above which hangs a wooden sign shaped like a rocking horse, with a stylized "B" engraved on both sides. Flanking the entrance are two arched, lead-framed windows. Through the dirty glass, you can just see jumbled displays of toys and hanging placards bearing the slogan "Is No Fun, Is No Blinsky!"

A sign nailed to the front door says "ABSOLUTELY NO REFUNDS!" in large, messy capital letters.

When the party enters the store, read the following:

This cramped shop is filled with shelves and racks displaying children's toys in an impressive variety of styles and designs.

As you enter, you hear a friendly, deep voice call out to you from within. In a thick accent, it says "Vyelcome, comrades, to the Haus of Blinsky! Where hyappiness and smiles can be bought at bargain prices. Perhaps you know a lyeetle child in need of joy? Mebe you vant to buy a toy for a lyeetle girrrl or boy?"

The voice belongs to a rotund man wearing a work apron and a moth-eaten jester's cap. He has one of his legs propped up on the shop's sales counter, a bloody bandage wrapped around it. Next to the man, standing on the counter, is a strange and unexpected creature: a small monkey with brown fur and a cream colored tuft around its neck. The monkey is wearing a pink ballerina's tutu. The creature bares its teeth and hisses at you as you approach.

Above you, the ceiling in the center of the room is open, revealing a second-floor balcony walkway that looks down into the toyshop.

Vallaki's toymaker, **Gadof Blinsky** is the man sitting in the chair. (He currently has 10 damage from the injury to his ankle. His speed is reduced by half, to 15 feet, until the damage is fully healed.) **Piccolo the Monkey** is beside him.

If the party asks about Blinsky's injury, he will deflect, stating that it was caused by a minor accident and is nothing to worry about. A character who examines the injury can determine on a DC 10 Wisdom (Medicine) check that the two puncture wounds under the bandage appear to have been caused by a bite of some sort. If they offer to heal Blinsky, he will accept.

The toyshop has relatively few paying customers of late, but Blinsky manages to eke out enough of a living to feed himself and acquire the materials he needs for his craft through a few different sources:

- The Baron of Vallaki, Vargas Vallakovich, pays the toymaker a few gold pieces each week to create decorations for the town's weekly festival celebrations.
- The Lady Fiona Wachter periodically purchases a great number of toys from the shop and donates them to the children of St. Andral's Heart Orphanage, though the headmistress of the orphanage finds the toys ghastly.
- Recently, a bard named Rictavio, the ringmaster of a traveling carnival, arrived in town. He has taken to busking around Vallaki and hired the toymaker to create several custom puppets and marionettes that he uses in his act. Sensing Blinsky's great sadness, Rictavio gifted the toymaker with an emotional support animal companion, the pet monkey Piccolo, in addition to paying him a tidy sum.
- Blinsky sometimes sends Piccolo outside onto the street in an attempt to advertise for the toy store. The monkey sometimes returns from such trips with a coin purse or other valuable bauble that it pilfered from an unsuspecting passerby. If no one shows up to claim their lost valuables, Blinsky keeps the treasures in his safe.
- A few days before Gadof's recent mishap with the Devil Doll, a mysterious stranger limped into the toyshop near closing time: a well-armed, dark-haired woman with a mechanical prosthetic leg. She demanded that Blinsky repair her damaged limb and insisted on paying him above rate for the work. She did not tell him her name or her business in town, but he found her unsavory and believes that her leg was damaged in a scrap.

Treasure. Under the sales counter there is a locked safe which contains Blinsky's cash and valuables. Only Blinsky knows the combination. It contains a single silver cufflink with the initials "VvH" inscribed on it (worth 10 gp), a gilded butterfly-shaped hair clip (worth 25 gp), a pair of gold and diamond rings (worth 100 gp each), and 250 gp. The coins have the profiled visage of Strahd von Zarovich stamped on them.

Creepy Toys. Blinsky sells a wide array of different toys for 5 sp each, each one bespoke and exquisitely crafted, but also unusual and frightening. He will also accept orders for custom-built toys for the price of 1 gp each, though his creations frequently fail to live up to the expectations of the buyer.

If you need to describe a few of Blinsky's creations which are on display, you can roll on the following table:

CREEPY TOYS

d100

Roll	Toy	Description
1	Marionette Puppet Theater	This deluxe playset includes a miniature stage and tiny marionettes of a king, queen, prince, princess, executioner, tax collector, dunce, vampire, and vampire hunter.
2	Pair of Clown Masks	Two masks on sticks; one is scowling and the other is frightened.
3	Wooden Top	This wooden top is painted with images of scarecrows and children. When spun, it looks like the scarecrows are chasing the children.
4	Boney Builders	Wooden construction toys shaped like different bones of the human body. They snap together in a nearly infinite number of anatomically incorrect configurations.
5	Wind-Up Spider	A wind up toy that scuttles around. It shoots a harmless stream of web before it runs out.
6	Blankie of Smothering	This weighted blanket has a colorful silk-fringed border and fuzzy tassels that hang on each corner. It is only large enough to cover the wearer's face.
7	Mirror, Mirror	A small compact mirror. When opened, there is a 50% chance the viewer will briefly see themselves either as a hideous hag-like monster, or a beautiful and fair prince/princess.
8	Banshee Brunhilde	A stitched doll of a ghostly pale woman in a tattered white dress and veil.
9	Boar Bank	A hollow ceramic boar with an angry expression. Arrows and swords protrude from its back where a slit for coins can be found.
10	Mimic Mustache	A felt mustache with eyes and teeth that adheres to the upper lip. Hopefully it comes off....
11	Plush Bear with Teeth	A cute-looking stuffed bear with a full set of carved human teeth inside its mouth.
12	Spider Baby	A figure with a baby doll head and mechanical spider body and legs.
13	Ghost Ship	A wooden ship with diaphanous sails and skeletal crew members standing on deck.
14	Avenging Unicorn	A unicorn doll and companion peasant doll. The unicorn's horn can be used to impale the peasant doll.
15	Artificer Doll	An adventurer doll dressed in mismatched pieces of armor, with potions on his belt.
16	Barbarian Doll	A savage-looking doll clad in a loincloth, wielding a greataxe.
17	Bard Doll	Wearing colorful flowing clothes and a feathered hat, this doll has a toy lute attached to its hands.
18	Blood Hunter Doll	An albino doll wearing leather armor and a crocheted necklace featuring a wolf's head logo. His clothes are removable, and he comes with a toy bathtub that can be used for washing up.
19	Cleric Doll	This doll has a halo around its head and is wearing pink and gold robes. A small wooden bead necklace hangs around its neck.
20	Druid Doll	This doll is dressed in green with a circlet of dead leaves around its head and has a small wooden staff in its hand.
21	Fighter Doll	Brandishing a toy longsword and short sword, this adventurer series doll is ready for combat.
22	Monk Doll	Dressed in robes with its hands and feet wrapped, this little adventurer is posed crossed-legged in a meditative position.
23	Paladin Doll	Clad in shining silver lamé armor over pink and gold robes, this doll is armed with both a wooden holy symbol and a toy sword.
24	Ranger Doll	Wearing a dark green hood, with two scimitars on its belt and a bow slung across its back, this doll smells like the great outdoors.
25	Rogue Doll	Wearing a dark cloak, with a dagger in each hand, this doll aims to misbehave.
26	Sorcerer Doll	The doll has a pointy beard and magical effects around his hands that look like an ice spell.
27	Warlock Doll	Wearing dark robes and holding a toy rapier, this doll has a quasit familiar perched on its shoulder.
28	Wizard Doll	This doll is wearing a pointy hat and robe covered in cloth stars.

d100

Roll	Toy	Description
29	Doll With Detachable Heads	This headless doll includes several different heads that can be installed, including one with the eyes and mouth sewn shut.
30	Miniature Gallows	A wooden playset that includes a weighted “hanged man.”
31	Wooden Nesting Dolls	A set of wooden nesting dolls; each one smaller and apparently older than the last. The innermost doll is a mummified corpse.
32	Bat-Mobile	Actual taxidermied bats hanging from a wooden frame. When rotated, the bats flap their wings.
33	Musical Merry Go Round	This wind up toy includes figurines of wolves chasing children in place of the usual horses.
34	Devil Dummy	A ventriloquist dummy in the likeness of the vampire, Count Strahd von Zarovich.
35	Ireena Kolyana Doll	A pretty little doll with rich, auburn hair and a charming smile. Not for sale, see Ireena Kolyana Dolls , below.
36	Plush Werewolf	Stuffed with sawdust, this toy’s claws look like tiny dull blades and its teeth are retractable.
37	Jester Marionette	A little wooden bard tangled up in bells and string.
38	Wooden Puzzle Box	This box has sinister-looking carved clown faces on all sides and rattles as if it has something inside it. A character who succeeds on a DC 20 Intelligence check can open it, but finds nothing inside to explain the rattling.
39	Faceless Bride	This doll wears an aged wedding dress and has a veil you can lift to reveal a faceless head.
40	Vamp-In-The-Coffin	A coffin shaped Jack-in-the-box. You turn the crank and after the song plays, a vampire puppet pops out.
41	Chattering Fangs	Sculpted wooden dentures with oversized fang-like canine teeth. The dentures chatter for one minute when a spring on the top is fully wound.
42	Lazy Eye Marble Set	A bag of glass-eye marbles fashioned in various shades of green, blue, brown, and hazel. When you roll a marble on the ground, it always appears to be looking at you.
43	Ravensong Music Box	A clockwork raven that sits atop a porcelain skull. Winding the mechanism plays an eerie tune, while the raven pecks the empty eye socket of the skull to the rhythm of the song.
44	Ghost Whistle	A bone slide-whistle carved in the shape of an emaciated skeletal figure, mouth agape at the end. It emits eerie, ghostly moans that can be varied in pitch with the slide.
45	Death Rattle	Sitting at the top of an enameled wooden rod is the likeness of a snake’s skull wearing a jester’s cap. Rattles like a snake when shaken.
46	Morbid Molly	A handmade doll with a lopsided smile, wearing a burlap sack cloth dress.
47	“Hungry Agnes”	A hag doll made of dyed green leather with black yarn for hair. Reaching down her throat reveals three child-like cloth dolls.
48	Wolf Hunter Plush	Plush doll of a male human wearing hunting garb and wielding a crossbow, and sword. There is a slit on the doll’s back allowing you to turn it inside out, turning him into a black dire wolf. Both have only one eye.
49	Death’s Door Domino Set	A wooden coffin-shaped box that, when opened, reveals a set of domino tiles made of gray bones.
50	My Pal Ivy	A small clay bust of a bald woman with instructions to dampen the head daily. After 1d4 days the head begins to sprout long tendrils of poison ivy.
51	Durst Dollhouse	A dollhouse in which the beautiful family rooms conceal secret rooms, tunnels and cellars. Each hidden room contains a grisly scene of torture or murder.
52	Shreddy Teddy	A stitched-up bear composed of multiple parts from different plush bears. It is slightly animatronic and sings a creepy song of being best friends with the owner. It somehow knows the owner’s name.
53	The Rack	A miniature torture device playset. Comes with a stretchy-arm clown doll with a menacing spiked-tooth grin. When the doll is placed on the rack, little wooden gears turn, stretching out the doll and causing it to laugh maniacally.

d100

Roll Toy

Description

54	Executioner's Coin Bank	This clockwork item consists of a hooded, axe-wielding executioner with red eyes, and a crying man at the chopping block. When a coin is dropped into the slot in the front, the headsman swings his axe, and the head of the crying man drops off. The head is attached with a string, and when the axe raises again, it is reeled back to its shoulders.
55	Laughing Top	A wooden spinning top that looks crudely carved. Yet when it is spun, the air catches the carvings in such a manner as to make the sound of children laughing or crying in the distance, depending on which direction it is spinning.
56	Flayed Rocking Horse	Carved to look like a horse whose skin has been removed. Muscles, tendons, and blood vessels are all intricately shown. In some areas, even those layers have been removed in favor of exposing parts of the horse's skeleton.
57	The Hearse	A little toy wagon with a coffin, drawn by skeletal horses. As the wheels turn a scratching sound can be heard from inside the coffin.
58	Nightmare Story Lantern	A simple lantern with a hood covering. The hood spins as the base plays a music box tune to reveal pictures of clawed monsters, winged demons, witches, and wolves on the wall! Different hoods can be purchased that tell different stories.
59	Burgomaster's Hand	A clockwork dismembered hand, wearing a white glove with an ornate signet ring and dress shirt cuff with gemmed cufflinks. It moves around on its fingers when wound up.
60	Lil' Undertaker's Understudy	A satchel containing a cloth measuring tape, a child-sized hammer, saw, shovel and a small box of play nails.
61	Tot in a Pot	A mechanical depiction of a hag stirring a cauldron with two withered cloth arms. As you crank the stirrer, a haunting tune plays. As the tune crescendos, a scream is heard and a child's head pops out of the cauldron. To reset the toy, push the child's head back into the cauldron.
62	Fortuneteller Bank	A clockwork bust of an old woman that tells you a creepy fortune when you put a coin in the slot. If you attempt to open the coin drawer, her eyes light up red and she utters a curse.
63	Toy Vistani Wagon	This brightly painted wooden wagon includes two toy horses and two Vistani figurines.
64	Nightmare Plush	A plush black horse with striking yellow, red, and orange yarn for its mane and tail.
65	Tyger, Tyger	A stuffed, saber-tooth tiger with a bloody doll head hidden in its mouth.
66	Legendary Finger Puppets	A vampire, faceless bride, werewolf, marionette jester and undead cleric are included in this premium set.
67	Vistana Doll	A doll wearing colorful clothing and a headscarf, carrying a miniature tambourine.
68	Nightmare Rocking Horse	A black wooden horse with the mane and tail carved to appear to be on fire. The name "Bucephalus" is painted on the side.
69	Deck of Playing Cards	A deck of playing cards with card backs that depict Castle Ravenloft. The face cards depict the von Zarovich family. Ace: Strahd, King: Barov, Queen: Ravenovia, Jack: Sergei, Joker: Pddlwick II.
70	Bone Dice	Dice that are hand carved and yellowed by age. Each of the pips resembles a grinning skull.
71	Three-Dragon Ante	A hand drawn set of the card game we all know and love but the three dragons are a dracolich, a shadow dragon, and a ghost dragon.
72	Chess Set	The bone-white and coal-black game pieces are carved to resemble various undead monsters. Pawn: white skeletons / black zombies, Rook: white temple / black castle, Knight: white revenant / black death knight, Bishop: white wraith / black ghoul, Queen: white ghost / black banshee, King: white lich / black vampire.
73	Shelf Elf	A handsome doll that resembles a dusk elf. He appears in a different pose each morning.
74	Sparky the Dragon	A wind-up dragon that spits sparks as it rolls around.
75	Clay-Doh	Jars of colorful river mud. Pebbles and sticks can be seen suspended in the mixture.
76	My Little Kelpie	A series of horse figurines that are varying shades of blues and greens. Small symbols are painted on their flanks like bats, bones, daggers, and moons.

Roll	Toy	Description
77	Fearby	A squat, colorful, owlbear-like creature with a small beak and large, soulless eyes. Huge ears flank a colorful tuft of fur on the top of its head. It has no arms, but it does have tiny feet that could never support its body. While it might initially appear cute, the combination of features suggests a predator. The toy will randomly animate and say various nonsense phrases at inopportune times.
78	Mr. Rocko	A smooth, flat riverstone with a painted smiling face on it.
79	Gooley Louie	A carved head whose nostrils are filled with harmless green goo. If you stick your finger into its nose, a green, gooley brain pops out from the top of the head.
80	Mr. Turnip Head	Toy body parts including eyes, ears, nose, hair, eyeglasses and other accessories with pins on the back. Meant to be used to dress up a turnip, beet, or other root vegetable.
81	Haunted Whoopie Cushion	Makes ghostly moaning sounds when sat upon.
82	Tinkle Me Lemo	A puppet that wets its pants when you pull its string.
83	Head-la-hoop	A small hoop meant to be rotated around a child's head or neck. Guaranteed to cause a spinal injury.
84	Zombie Hank	A blond doll with dead eyes, wearing green armor. It holds a broken bow.
85	Zombie Presto	A wizard puppet doll wearing broken spectacles. It has a hole in its hat and has a visible wound on the back of its stuffed head.
86	Eric Doll	A puppet of a cowardly, but living cavalier. Carries a broken shield.
87	Zombie Bobby	A child-sized doll with a bare chest and broken, protruding ribs. It is wearing a horned helmet and holding a splintered club.
88	Zombie Diana	Dressed in a fur-trimmed acrobat's leotard and missing one eye, this doll holds the shattered pieces of a broken staff in each hand.
89	Zombie Sheila	A doll that looks like the corpse of a freckled human rogue. Her hooded cloak is ripped to shreds.
90	Zombie Uni	A plush stuffed animal representing a juvenile unicorn covered in simulated blood.
91	Venger Doll	An oversized demon-like doll with bat wings, bluish skin, a fanged mouth, and a single horn on one side of its head. Wears red and blue robes.
92	Zombie Dungeon Master	A diminutive doll wearing red and gold robes. It has a hole in its chest, as though its heart has been ripped out.
93	Dragon Goddess	A plush stuffed animal shaped like a dragon with five heads, each one knit out of a different color of yarn.
94	Dream Fiend	A puppet with a scarred face wearing a striped sweater. Has extremely long fingernails.
95	Camp Counselor	A puppet wearing a sports mask over its face. Holds a toy axe in its hands.
96	Bathwater Creature	A tub toy shaped like a lizardfolk with gills on its neck. Sprays water out of its mouth when you squeeze it.
97	"That"	A clown doll with a sinister, fanged face. Turning the doll inside out transforms it into a plush spider.
98	Evil Dead Man	A poseable doll of a shirtless man with an axe in place of one hand. Has sixteen points of articulation. When you pull a string it says "Hail to the king, baby."
99	Cannibal Bear	A stuffed bear wearing a bite mask and a white straitjacket. A tag on the bear says "I'm crazy for you."
100	Pinned Pontifex	A voodoo doll dressed in black leather with many rows of pins stuck into its bald head.

Ireena Kolyana Dolls. Izek Strazni, the thuggish leader of Vallaki's city guard, has used Blinsky's services to create an array of custom toys in the likeness of Izek's long-lost sister, Ireena Kolyana, at the rate of about one different doll each week for the last year or so. He doesn't pay for the toys, instead threatening to burn the toy shop down, arrest, or harm the toymaker if the man demands any payment.

Each of these toys is modeled on a description given to Blinsky by Izek, and each doll has come closer to capturing Ireena's likeness than the previous one. Blinsky doesn't know that the doll is meant to be modeled after anyone in particular. If Ireena is with the party, however, Blinsky realizes that she is the inspiration for Izek's dolls.

Blinsky's latest Ireena doll is complete and sitting on a shelf behind Blinsky, waiting for Izek to come and pick it up. Any character with a passive Wisdom (Perception) score of 15 or above who knows Ireena and who takes time to look through Blinsky's wares will notice the doll and its resemblance to her.

EVENT: TOY RUN AMOK!

While the adventuring party explores the toy shop and converses with Blinsky, they will occasionally hear the sound of objects falling or being knocked over upstairs. The center area of the shop is open to the second-floor walkway/balcony, so the party is easily able to hear the movement from above.

Each time this happens, Blinsky will wince, as if in pain, but then pretend not to notice the noise and carry on like nothing had happened. Piccolo the monkey will react differently, however, showing visible signs of agitation and fear.

If asked directly about the sounds, Blinsky will blame the noise on rats, mice, or other vermin. If pressed, he will admit that a few days ago he was working on a new clockwork toy when the doll seemed to come to life and attack him, injuring his leg.

Since then, he has locked the door to the second-floor stairs and has not gone upstairs at all. He says that the toy's power source should have run down by now, but somehow it can still be heard moving about.

If the party offers to investigate and take care of the doll for him, he is very excited, thanks them, and offers to pay them 100 gp for their service. He also offers to craft a custom toy for each one of them. He can be convinced to double the reward to 200 gp on a successful DC 15 Charisma (Persuasion) check. However, he insists that they capture the doll rather than destroy it, so that he can try to determine how and why it malfunctioned.

If the party accepts, he will give them a key to unlock the door that leads to the second level (area N7e). Blinsky will not, however, supply keys to any of the other locked doors in the house, nor will he tell the party about the secret door behind the bookcase (area N7o) that leads to the third floor. Even if healed of his wound, he will not accompany them upstairs, but will stay on the lower level in the toy shop area "where it is safe," though he may offer encouragement or advice to the party by shouting up to them while they are on the second floor walkway.

Under no circumstances will he mention the clockwork versions of his wife and daughter that he is building upstairs, or admit that the renegade toy was part of any experiment aimed at bringing those creations to life.

N7B. DELIVERY AREA

The outside door to this area is usually locked and barred and only Blinsky carries a key.

This small area contains two empty crates stacked up on top of each other. Both of the crates have the logo of a winery called the Wizards of Wines printed on them. In the corner of the room, near the back door of the building, is a partially empty sack full of overripe red beets.

This back room is used for storage and for receiving deliveries.

N7C. REPAIR BENCH

This cluttered room contains two work tables. On one of the tables there is a ragged stuffed bear that appears to be splattered with dried blood. Its head is fully detached from its body. Along the walls are shelves full of bits and pieces of broken toys, tools, and random parts.

This room is where Blinksy repairs broken toys that his customers bring to him, such as the headless bear. This is also the room where Blinsky was attacked by the Devil Doll and the blood on the bear is the result of that confrontation.

After biting him, the doll ran through the kitchen and up the stairs into the second-floor living area. Blinsky has not been upstairs since.

Treasure. The shelves hold several tool kits including carpenter's tools, leatherworker's tools, painter's supplies, tinker's tools, and weaver's tools.

N7D. KITCHEN

This dirty kitchen contains a small table with a single chair for dining, and a second table for preparing food. There are two sets of shelves, one with various dried herbs and spices in small jars, alongside a few staple provisions, and a second with a small collection of dishware. In the back of the room is a sink full of filthy water with a few dirty dishes soaking in it.

The northern wall has a brick hearth with a low fire burning. A pot of sour-smelling purplish-red soup is simmering above the fire.

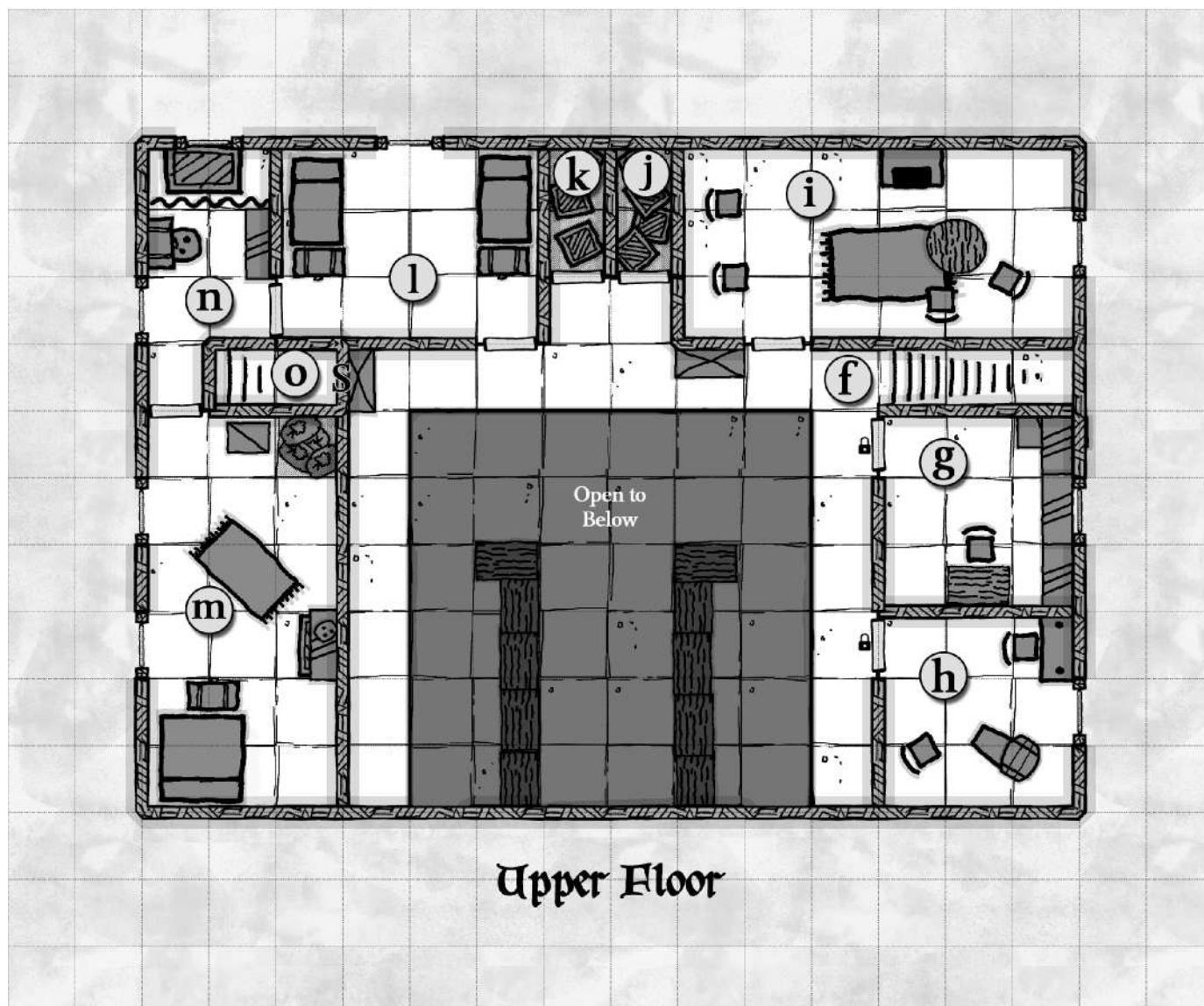
The pot contains Blinsky's favorite food (and the only one he knows how to make): Barovian beet stew. The provisions here consist of a few potatoes, carrots, and dried beans. The sink is ingeniously fed with water from a rain catch basin on the roof of the building.

The southern door leads to the stairs that go up to the living quarters. The door is locked and Blinsky has the only key.

N7E. STAIRS TO LIVING AREA

The door to these stairs is locked. Blinsky has the only key.

These stairs connect area [N7d](#) with area [N7f](#).



MAP 7.1 - BLINSKY'S TOY SHOP, UPPER FLOOR (DM VERSION)

CHAPTER TWO: THE HAUS OF BLINKSY

The second level of the building contains Blinsky's dwelling. It has not been accessed since the Devil Doll attacked the toymaker, though the level of dust and grime imply that many of the rooms weren't seeing much use even before that.

N7F. UPPER BALCONY

As you reach the landing at the top of the stairs, you find yourself on a u-shaped balcony walkway which is open to the middle, allowing you to look down over the 3-foot tall railing into the toyshop, ten feet below.

One leg of the walkway branches off to your left and runs thirty feet towards the front of the building, with two eastern-facing doors presumably leading to other rooms on this level. The main hallway continues in front of you for another forty feet, past four additional doors, before ending at a tall wooden bookcase built into the west wall. In the center of the main walkway, there is a low stand that contains several glasses and cups as well as a partial tea service.

A second branched walkway runs left from the book case, passing one final door.

None of the dishware is of any value. The tea service is missing the teapot and two cups.

The bookshelf contains books on a variety of different subjects such as alchemy and engineering, gardening, art, and music. It also contains several children's books.

Secret Door. Behind the wooden bookshelf is a secret door that leads to the third floor of the building. On the bottom shelf, hidden behind a book entitled *Why Daddy Drinks*, the Devil Doll has hollowed out a hole in the wood large enough for a tiny-sized creature to squeeze through. A character peeking through this hole can see the stairs in area N7o.

The secret door can only be opened by pressing a switch hidden in the middle of a knothole on the top of the bookshelf. Pressing the switch causes the entire bookshelf to swing outward. A character with a passive Wisdom (Perception) score of 15 or higher who inspects the bookshelf notices the switch. Otherwise, finding the switch requires a successful DC 15 Intelligence (Investigation) check while searching the bookshelf.

N7G. BLINSKY'S OFFICE

The door to this room is locked. Blinsky has the only key.

This room appears to be an office. Just inside the door, to your right, is a comfortable looking reading chair. On the left is a shelf with several mechanical knick-knacks and trophies. On the far end of the room is a drafting desk with a pile of papers on it.

The shelf has several prototype mechanical toys such as a jack-in-the-box and a wind-up bard figurine that plays a drum. These are all very normal looking toys and are from earlier in Blinsky's career, before his mood and his toy-making took a darker turn. There are also several awards that designate Gadof Blinsky as the **MOST GREAT AND JOYOUS TOYMAKER** in Vallaki. The awards are all presented by Vallaki's Baron, Vargas Vallakovich.

The drafting desk holds blueprints and design drawings for many of Blinsky's toys. The top drawing on the desk is an engineering diagram of the Devil Doll. A character who is proficient with alchemist's tools or tinker's tools and succeeds on a DC 12 Intelligence check can tell from the documents that Blinsky appears to be telling the truth about the doll: there is no reason that the doll would be self-animate or that it would continue to be able to operate on its own after several hours, as its power source should have run down.

Treasure. The top drawer of the desk contains 10 sheets of parchment, a bottle of ink, two ink pens, a wooden seal in the shape of a jester's cap, and a container of sealing wax. There is also a rumpled envelope addressed "To My Light" that contains Blinsky's wife's good-bye letter.

If the characters open and read the letter, show the players "Lana's Good-Bye Letter" in appendix B.

N7H. NURSERY

The door to this room is locked. Blinsky has the only key.

Everything in this room is covered in a thick layer of dust and cobwebs. The air inside the room is still and stale. Across the room from the door stands a baby bassinet covered with lavender lace. Next to that sits an overstuffed armchair. Along the wall nearest to your left is a shelf full of toys, cloth diapers, towels, and pink and purple baby clothes.

As you enter the room, a small upright piano in the back corner of the room begins, by itself, to play a haunting lullaby.

☠ ☠ **If Lana killed her child and herself:** Anyone who inspects the teapot or tea cups and succeeds on a DC15 Wisdom (Medicine) check will recognize the now dry herbs in the pot contain Belladonna (also known as deadly nightshade), a highly poisonous plant.

This room was the nursery for Blinsky's daughter. Since his wife departed with their child, this room has been locked and unused. Blinsky can no longer bring himself to enter it.

The toys on the shelf are all traditional, sweet-looking toys for a little girl. There are several dolls, including a cute doll with a dimpled face, a smartly dressed fashion doll with a wide variety of different clothes that depict her working in various professions, a stuffed unicorn with a rainbow colored mane, and another small doll that blows berry-scented kisses when you press on its belly.

The piano in the corner is an automated player type, the mechanism for which was fashioned by Blinsky himself. It is motion and sound activated and will continue to play as long as anyone is in the room. However, it can be disabled by pressing a button on the side of the keyboard.

N7I. SITTING ROOM

This sitting room looks to have seen a lot of use in its history, just not recently. The room contains a heavily worn and tattered couch as well as decaying armchairs. There are end tables set about the room with a heavy layer of dust on them. The hearth on the north wall is dark.

On the couch is a moth-eaten abandoned knitting project: a partially completed pink blanket. There is also a teapot and two cups on one of the end tables that match the tea service from area N7f.

On another end table is a dog-eared copy of a self-help book entitled *How to Run From Your Troubles (And Never Look Back)*. The fireplace on the northern wall is cold and unlit and the ashes from the last fire burned have not been cleaned.

N7J. STORAGE CLOSET

This storage closet seems to have once been used to hold household goods. However, everything appears to be in disarray. Empty crates and boxes are strewn about in a chaotic pile along with aged blankets, sheets, pillows and candles.

This closet has been ransacked by the Devil Doll, who was looking for the key to the workshop area N7u. The key was normally kept hanging on a hook on the wall just inside the door. However, Blinsky currently has the key on his person. A character that succeeds on a DC 13 Intelligence (Investigation) check while searching the room will notice the hook and faded paint and plaster around it in a key-shaped outline.

N7K. CUPBOARD

This cupboard is packed full of dishes, earthenware, glassware, silverware and other dining utensils.

Everything in this room is old and tarnished, having not been used in quite some time. None of the items are of any value.

N7L. GUEST ROOM

This room has two single beds, two night stands, and two cedar chests. The beds are neatly made, but the entire room is covered in a heavy layer of dust and cobwebs cling to the ceiling.

This room was made up as a guest room by Blinsky's wife. The couple had dreamed of eventually having an additional child, and this room would have been shared by the children as they grew. The room has not seen any use in several years. The night stands are empty and the cedar chests contain extra blankets and pillows.

A character with a passive Wisdom (Perception) score of 15 or higher who enters this room will notice that some of the dust on the floor has been disturbed, marking a small trail from the doorway to the bed on the eastern side of the room. This was caused by the movement of the **Devil Doll**, who is motionless and hiding under the bed as the party enters.

Party members who search the room will find the doll on a successful DC 15 Intelligence (Investigation) check. If the tracks in the dust are discovered, allow them to make this check with advantage. Should the adventurers discover the doll or get close to doing so, the doll will attack the nearest member of the adventuring party with its Mesmerizing Gaze, attempting to stun them. The doll will then use its Cunning bonus action to Dash or Disengage combined with its legendary Move actions to run out into the hallway, dive into the bookcase, and squeeze through the hole in the bottom shelf, allowing it to escape into area N7o and up the stairs into the attic.

N7M. MASTER BEDROOM

This untidy bedroom contains a double bed, nightstand, footlocker, wardrobe and vanity. Next to the wardrobe there is a large pile of dirty clothes on the floor.

There are several dirty bowls and spoons piled on the nightstand. The vanity contains a bottle of extremely strong cologne, a straight razor and a boar's hair shaving brush. Observant individuals with a passive Wisdom (Perception) score of 15 or above notice that the mattress of the bed is far more worn on one side than the other.

The wardrobe contains several changes of male work clothes in Blinsky's size.

Treasure. The foot locker is padlocked and only Blinsky has a key. It contains a silvered dagger, a tattered pink teddy bear with a bright red heart on its belly, and 10 gp. The coins have the profiled visage of Strahd von Zarovich stamped on them.

☠ ☠ ☠ **If Blinsky murdered his own family.** Inside the wardrobe the party will find not only Blinsky's clothes, but also his wife's clothes: several ragged peasant dresses and an old, yellowed wedding gown. The silvered dagger in the footlocker will also have dry blood staining its blade.

N7N. BATHROOM

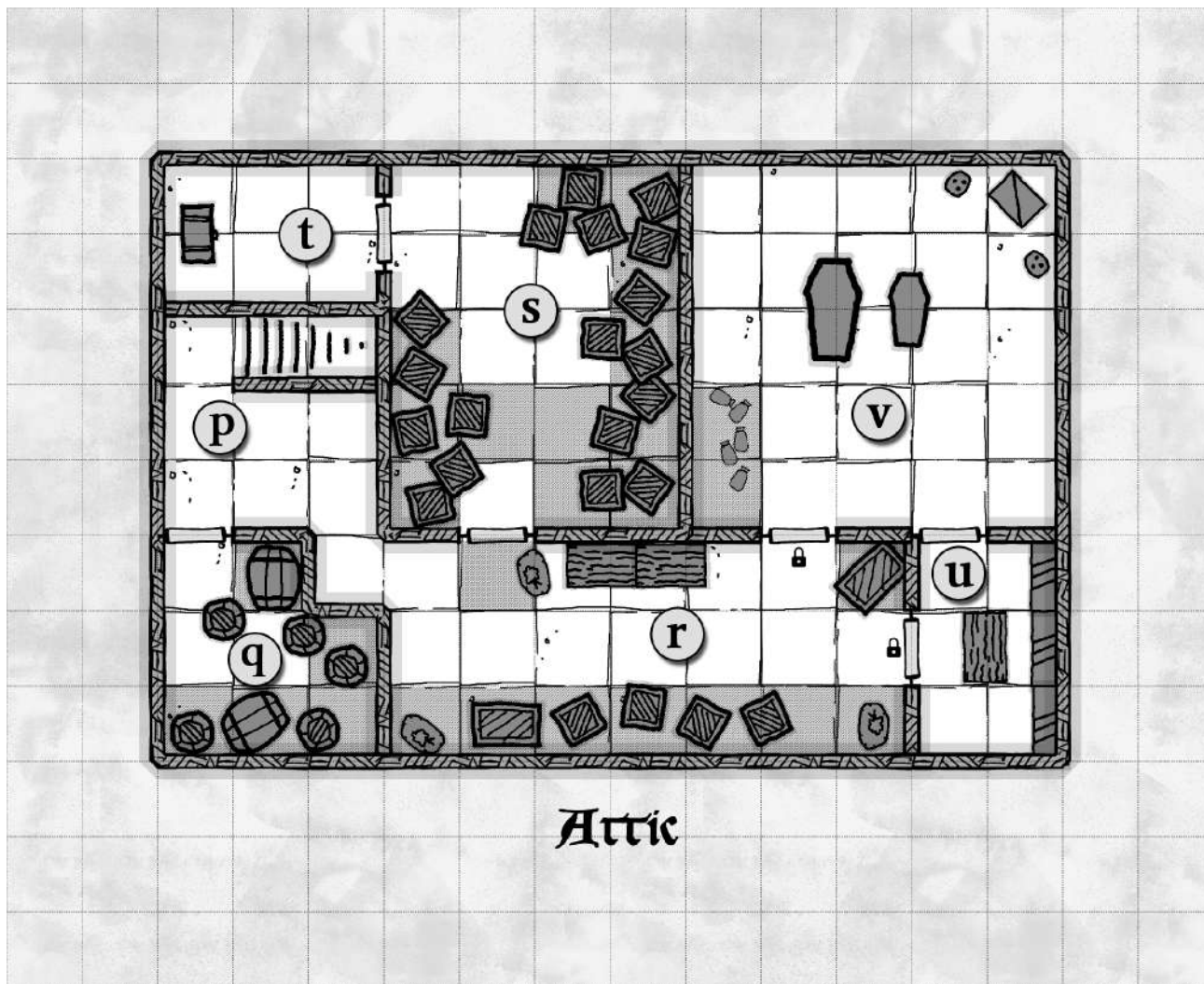
This dirty washroom contains a flushable toilet, hand basin and vanity mirror.

The plumbing in this room is ingeniously fed with water from a rain catch basin on the roof of the building.

Sitting on a shelf above the back of the toilet is a self-help book entitled *How to Be Alone With Yourself*.

N7O. STAIRS TO ATTIC

These stairs, located behind the hidden bookshelf door, connect area N7f to area N7p.



MAP 7.3 - BLINSKY'S TOY SHOP, ATTIC (DM VERSION)

CHAPTER THREE: TOYS IN THE ATTIC

The dark, secret attic of the toy haus serves as Blinsky's storage area and warehouse. It is also the location of his workshop and a private shrine to his departed family – secrets that will be revealed as the adventurers pursue the Devil Doll.

N7P. LANDING

You move through the secret passage and climb up the wooden stairs hidden behind the bookshelf, entering the attic of the toy shop. The still air here carries a faint, acrid odor. From the landing at the top of the stairs, you see a doorway to the south and a short hallway that leads to the southeast.

The chemical odor is coming from the open barrels in the storage area (N7q).

N7Q. HAZARDOUS MATERIALS STORAGE

As you open the door to this room, you are hit with the strong smell of caustic vapors. There are numerous barrels and jugs stacked chaotically on the floor of this room, some with their tops open and acrid-smelling liquid visible inside. Each one of the containers is labeled with a series of letters and numbers that are burned into the wood. Because of the clutter, only a small foot path is clear, winding its way through the stacked casks to the back of the room. As you enter, you hear a scratching noise coming from the back corner of the room – the sound of something moving among the barrels.

This is where Blinsky stores gear oil, solvents, fabric dye, chemical astringents, cleaning liquids, and other alchemical compounds that he uses in his crafting and toy-making. A character who is proficient with arcana will recognize the writing on the barrels as a form of scientific notation that describes the type of liquid stored inside. Most of the barrels in this room are empty or nearly empty.

The scratching noise and movement are the sound of a single **rat** that is trapped in the room. If disturbed, the rat will attempt to dart out of the room onto the landing and then run down the stairs to the second level of the house.

Treasure. One of the small barrels in the room, labeled **xxx**, is actually a keg of gunpowder, the contents of which Blinsky uses to prime his personal blunderbuss pistol and to make small fireworks for Vallaki's weekly festivals.

N7R. PARTS ROOM

The south side of this long room is packed full of crates and boxes, on top of which are stacked various raw materials such as gears, nuts, bolts, sprockets, levers, chains, and all other manner of mechanical and clockwork parts.

A worktable along the north wall stands next to a child-sized dress form. Beside that is a large rack holding rolls of fabric in various bright, pastel shades. Unfurled spools of fabric and ribbon rest on the table alongside scissors, a measuring tape and a porcelain cup full of pins.

This area is where Blinsky stores the mechanical components for his clockwork creations. It is also the area where he fashions stuffed animals and clothing for his dolls and puppets. On the dress form, there is a partially finished, child-sized dress that is in the process of having the seams sewn.

The two doors on the east side of the room (one to area **N7u** and one to area **N7v**) are both locked and only Blinsky has the key. Both of these heavily reinforced doors require a successful DC 20 Dexterity check by a creature using thieves' tools to pick the lock, or a DC 20 Strength (Athletics) check to force the door open. A character with a passive Wisdom (Perception) score of 15 or above notices that the bottom of the door to area **N7u** has a lot of scratches on it, close to the floor. These were caused by the Devil Doll unsuccessfully attempting to gain entry to the room by force.

Treasure. The work table on the north side of the room contains leatherworker's tools and weaver's tools.

N7S. WAREHOUSE OF WONDERS

This room is packed floor to ceiling with toys: piles of puppets, stacks of stuffed animals, dozens of dolls, assortments of action figures, mounds of miniatures, a plentiful number of playsets, and mountains of marionettes are crammed into this space, leaving barely any room for you to walk. Everywhere you look, the glass or button eyes of various sinister-looking toys glare at you with blank menace. You can't help but feel that the toys are watching you.

This is Blinsky's storage room "warehouse" full of completed toys. If the Devil Doll successfully escaped from the adventuring party when they entered the guest bedroom on the second floor (area **N7l**) the doll will be hiding among the toys in this room when the adventuring party enters. The Devil Doll itself can only be spotted if a member of the adventuring party succeeds on a DC 20 Intelligence (Investigation) check while searching the room.

Many of the toys in this room have already been animated by the Devil Doll as five **Swarms of Killer Toys**. The doll and its toy minions will remain motionless as the characters explore the room.

EVENT: DOLL AMBUSH!

In addition to the five swarms of killer toys, the Devil Doll has also readied five normal **Clockwork Wind-Up Toys** in order to distract and draw the party's attention. If the party locates the Devil Doll hiding among the other toys, or if the adventuring party defeats the toy mimic after opening the door to the treasure room (area **N7t**), the toys in this room will spring into action and attack the party.

If a member of the party has the voice box from the Workshop (area **N7u**) in their possession, the Devil Doll will focus on attempting to kill or incapacitate that character so that it can take the voice box from them. Otherwise, the doll will make hit-and-run attacks on the adventuring party, darting in and out of combat using its Disengage Cunning Action and legendary Move actions to avoid danger while the party has its hands full dealing with the other toys.

If the Devil Doll is reduced to half its hit points or fewer, or if three or more of the toy swarms are destroyed, it will attempt to flee to areas **N7q** or **N7r** and hide among the clutter in those rooms.

Swarm of Killer Toys. These swarms, animated by the same malevolent powers that gave life to the Devil Doll, are composed of multiple tiny-sized Blinsky toys acting in unison.

SWARM OF KILLER TOYS

Medium swarm of Small constructs, Neutral Evil

Armor Class 13
Hit Points 28 (8d4 + 8)
Speed 25 ft.
Initiative: +2

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	8 (-1)	14 (+2)	14 (+2)

Damage Resistances Bludgeoning, Piercing, Slashing
Damage Immunities Poison, Necrotic
Conditioned Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned
Senses Darkvision 30 ft., passive perception 12
Languages --
Challenge 1 (200 XP) **Proficiency Bonus** +2

False Object. If the swarm remains motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the swarm move or act, that creature must succeed on a DC 15 Wisdom (Perception) check to discern that it is animate.

Constructed Nature. The swarm doesn't require air, food, drink, or sleep.

Antimagic Susceptibility. The swarm is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the swarm must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can't regain hit points or gain temporary hit points.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer, and the target must succeed on a DC 12 Charisma saving throw or become cursed for 1 minute. While cursed in this way, the target's speed is reduced by 10 feet.

CLOCKWORK WIND-UP TOY

Tiny Construct, unaligned

Armor Class 10
Hit Points 1 (1d4 - 1)
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	8 (-1)	0 (-)	0 (-)	0 (-)

Damage Immunities Poison, Necrotic
Conditioned Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Poisoned, Unconscious
Senses --
Languages --
Challenge -- (0 XP) **Proficiency Bonus** +0

Shared Initiative. The toys act on the same initiative as the swarms of killer toys they are encountered with.

Out of Warranty. The clockwork toy automatically fails all saving throws for any score or ability check in which the toy has an ability score of zero.

Mindless. The wind-up toys are not sentient and are therefore immune to all damage, conditions and spells that affect the mind.

Friends of the Devil. The toys count as allies of the Devil Doll for purposes of the doll's Sneak Attack feature.

Actions

Move On their turn, the toys will move 5 feet in a random direction, invoking opportunity attacks if they exit the reach of a hostile creature. They can take no other actions.

Clockwork Wind-Up Toys. While not monstrous enemies in the purest sense, the devilish-looking wind-up toys made by Blinsky can be used effectively as a distraction.

If you want to describe the wind-up toys, you can choose from the following descriptions:

- A monkey banging two skulls together.
- A skeletal soldier in a tattered dress uniform, marching.
- A barking hellhound that shoots sparks out of its mouth.
- A spider that skitters across the floor.
- A boxer with a bloody face, broken nose and two black eyes, that throws punches at the air.
- An evil-looking clown riding a tricycle.
- A circus seal that balances a severed head on the end of its nose.
- A contortionist acrobat that makes audible crunching noises while folding itself into a ball and then rolls around.
- The feral-looking halfling wearing a grass skirt. The toy dances by swinging her hips.
- A bard dressed in funerary garb that plays the bagpipes.

N7T. TREASURE ROOM

At the far-end of this room stands a wooden chest, its lid slightly ajar. Golden coins glint and spill out of the gap. A few shiny, faceted gemstones can be seen shimmering among them.

In front of the chest, a dark red blotch stains the hardwood floor.

The chest in this room is a **Toy Mimic** built by Blinsky as part of an elaborate but poorly-thought out “security system.” The apparent bloodstain on the floor is the result of Blinsky having spilled lubricating oil while performing maintenance on the device, a fact can be discerned by anyone making a successful Wisdom (Medicine) check with a DC of 10 after examining the stain.

The coins and gems visible inside the chest are replicas made of painted wood and blown glass and have no value.

If any character moves more than five feet into the room, or attempts to disturb the “treasure,” the mimic will animate. Read the following:

As you step fully into the room, you feel a shock of horror as the chest begins to push itself forward along the floor. Its lid opens fully to reveal sharp looking teeth along the rim. A tongue-like appendage composed of multiple fleshy, purple pseudopods extends from the creature's open mouth as it begins to laugh in a deep, gurgled voice.

Once activated the toy mimic will attack the party, attempting to restrain them with its sticky tongue. A character with a passive Wisdom (Perception) score of 15 or above will recognize that the laugh the mimic makes sounds exactly the same as Blinsky's laugh.

Once the toy mimic is defeated, the toys in area **N7s** will attack the party, if they have not already done so (see **Doll Ambush**).

Toy Mimic

Medium Construct, unaligned

Armor Class 10
Hit Points 9 (2d8)
Speed 10 ft.
Initiative: +0

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Damage Resistances Poison, Psychic
Conditioned Immunities Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Prone
Senses passive perception 5
Languages --
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Damage Threshold (5). The toy mimic has immunity to all damage unless it takes an amount of damage from a single attack or effect equal to or greater than its Damage Threshold (5), in which case it takes damage as normal. Any damage that fails to meet or exceed the Damage Threshold is considered superficial and doesn't reduce the toy mimic's Hit Points.

Constructed Nature. The toy imic doesn't require air, food, drink, or sleep.

Actions

Sticky Pseudopod. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 0 damage. The toy mimic's pseudopod adheres to anything that it touches. A Huge or smaller creature hit by the toy mimic is also grappled by it (escape DC 10). Ability checks made to escape this grapple have disadvantage.

N7U. WORKSHOP

The door that leads to this room from the parts room (N7r) is locked and only Blinsky has the key. The heavily reinforced door requires a successful DC 20 Dexterity check by a creature using thieves' tools to pick the lock, or a DC 20 Strength (Athletics) check to force open.

The center of this room contains a worktable with an open, aged book resting upon it. A stack of loose papers sits next to the book with a curious paperweight, an intricate mechanical cube, on top of them.

In the back of the room, a workbench and shelves run along the wall. Bins of nuts and bolts, gears, and screws line the bench along with boxes of tools. A pair of leather goggles with thick, dark lenses hang on a hook below the shelves.

The voice box can be installed in a slot located in the back of the head of several of Blinsky's designs, including the two humanoid automatons in area N7v, and the Devil Doll itself. Installing the voice box requires that the construct be willing to attune the item and take an action to do so.

This voice box is what the Devil Doll has been trying to get by ransacking the upper rooms of the building. If the adventuring party enters this room without first triggering the **toy ambush**, the Devil Doll and the killer toys from area N7s will attack them as soon as the door is open. The doll will attempt to reach the voice box and install it in itself, and will then flee downstairs to confront Blinsky.

Treasure. In addition to the *voice box*, there are several sets of tools here, including alchemist's supplies, carpenter's tools, cobbler's tools, painter's supplies, potter's tools, tinker's tools and woodcarver's tools. The goggles on the workbench are *eyes of minute seeing*.

The drawers of the workbench are locked and Blinsky has the only key. Inside, amid several technical drawings and schematic diagrams for Blinsky's old toy designs, is an unused suicide note, written by Gadof in a fit of guilt, before finding himself unable to take his own life.

Blinsky's Suicide Note. The exact content of this letter depends on what actually happened to Lana and Milana Blinsky. Several different versions of this handouts are provided for this reason. If the characters open and read the letter, show the players the appropriate version of the note from appendix B.

This room is Blinsky's main workshop and the room where he actually manufactures most of his toys and other creations. It is smaller than the repair bench area downstairs (area N7c), but less cluttered, cleaner, and much better organized.

The book that lies open on the workbench is *My Friends are Toys: I Make Them*, a memoir and technical notebook written by Fritz von Weerg. Blinsky has been using this manual as a reference in his attempts to duplicate the great toy maker's processes. It lies open to a page which describes the procedure which Weerg used to create the mechanical jester Pidlwick II.

Next to the book is a small mechanical cube about one inch in size. Under the cube is a schematic diagram of the same device with a note written on it that says "MAKE TO TALK" in extremely messy handwriting. This device is actually a prototype **voice box** (see appendix A) that Blinsky designed for use in his animatronic toys.

N7v. “FAMILY” ROOM

The door that leads to this room from the parts room (N7r) is locked and only Blinsky has the key. The heavily reinforced door requires a successful DC 20 Dexterity check by a creature using thieves’ tools to pick the lock, or a DC 20 Strength (Athletics) check to force open.

This area is lit by rose-scented candles arranged on the floor, around the perimeter of the room. In the middle of the room rest two simple wooden coffins, laying side-by-side.

The coffin on the left is a normal, adult-sized casket. The lid of the coffin has been covered with dried flower petals. The coffin on the right is smaller, only large enough for a child. On its lid there is a sweet but sad-looking baby doll, with long blond ponytails made of yard, surrounded by a plethora of glittery crepe-paper butterflies.

The floor on the far west side of the room is littered with an impressive collection of empty wine bottles.

In the back eastern corner of the room is a drafting desk with several papers visible on the work surface. Flanking the desk are two mannequins with partially completed fancy dresses on them, one adult-sized and one sized for a small child.

The “candles” that light this room are small alchemical-powered lanterns. They emit a rose scent, plus bright light in a 5-foot radius and dim light for an additional 5 feet, but produce no heat or flame. If taken from this room, the power source will run down and the lights will extinguish themselves after twenty-four hours.

If the coffins are opened, the adventurers will find that they house what, on initial inspection, appear to be unclothed, faceless bodies covered only by sheets: one of an adult human woman and the other of a little girl. However, a character who inspects the bodies and succeeds on a DC 8 Wisdom (Medicine) check notices that the bodies are notably absent many anatomical features and the skin has an unnatural, rubbery feel and texture.

These are not actually bodies, but synthetic, clockwork automatons that Blinsky has designed to ease his loneliness by taking the place of his wife and child. Blinsky has named the automatons **Faux-Lana** (a **Blinsky Automaton**) and **Milana-Two** (a **Lesser Blinsky Automaton**).

The papers on the drafting table are Blinsky’s schematic diagrams and concept drawings for both automatons. The dresses on the mannequins are the beginning of Blinsky creating a wardrobe for his new family.

Although neither of these automatons have yet been properly awakened to life by Blinsky using Fritz von Weerg’s processes, both automatons are programmed to operate in a manner similar to the one he uses for his clockwork toys.

They will remain motionless as long as the adventurers make no aggressive moves towards them. However, should any of the party attempt to harm or destroy either of the automatons, they will both activate and attack the party in self-defense.

💀💀💀 **If Blinsky murdered his own family.** Instead of being faceless, the automatons in this room are literally wearing the faces of Blinsky’s wife Lana and his daughter Milana, which Blinsky removed before disposing of the bodies, and then prepared using a chemical preservative. In this case, the automatons will act aggressively. They are not merely programmed to defend themselves, but will attack the party as soon as any character discovers or disturbs them by opening the coffins.

BLINSKY AUTOMATON

Medium Construct, Neutral

Armor Class 14 (natural armor)
Hit Points 93 (11d8 + 44)
Speed 30 ft.
Initiative: +0

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	1 (-4)	10 (+0)	8 (-1)

Saving Throws STR +7
Damage Resistances Acid, Bludgeoning, Cold, Fire, Force, Lightning, Necrotic, Piercing, Radiant, Slashing, and Thunder
Damage Immunities Poison, Necrotic
Conditioned Immunities Paralyzed, Petrified, Poisoned
Senses Darkvision 60 ft., passive perception 10
Languages --
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Constructed Nature. The automaton doesn't require air, food, drink, or sleep.

Actions

Multiattack. The automaton makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 15 (2d8+6) bludgeoning damage.

LESSER BLINSKY

AUTOMATON

Small Construct, Neutral

Armor Class 14 (natural armor)
Hit Points 60 (11d6 + 22)
Speed 30 ft.
Initiative: +0

STR	DEX	CON	INT	WIS	CHA
16 (+2)	10 (+0)	14 (+2)	1 (-4)	10 (+0)	8 (-1)

Saving Throws STR +4
Damage Resistances Acid, Bludgeoning, Cold, Fire, Force, Lightning, Necrotic, Piercing, Radiant, Slashing, and Thunder
Damage Immunities Poison, Necrotic
Conditioned Immunities Paralyzed, Petrified, Poisoned
Senses Darkvision 60 ft., passive perception 10
Languages --
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Constructed Nature. The automaton doesn't require air, food, drink, or sleep.

Actions

Multiattack. The automaton makes two slam attacks.

Slam. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. Hit: 13 (2d8+4) bludgeoning damage.

EPILOGUE



he outcome of this side adventure depends on the choices that the adventurers make and the results of their investigations within the toyshop.

THE DOLL IS DESTROYED

If the Devil Doll is destroyed, Blinksy is even sadder and more depressed than he was before. But he holds true to his promise to pay the adventurers 100 gp and to build custom toys for each member of the party.

THE DOLL IS CAPTURED

The Devil Doll is captured or disabled and returned to him, Blinksy is grateful to the party. He will pay them 200 gp as a reward, and offer to create a custom toy for each member of the group. Although still depressed, he will have a glimmer of hope that he may eventually be able to acquire enough knowledge to succeed at giving life to his familial creations.

PIDLWICK II IS GIVEN TO BLINSKY

After the party returns or destroys the Devil Doll, Blinksy will encourage the party to find Fritz von Weerg's creation, Pidlwick II, or another of Weerg's mechanical men, and bring it to him so that he can study it firsthand. He will not proceed in any attempt to awaken the automaton replacements of his wife and child until he has had the opportunity to dissect and analyze Pidlwick.

Should the party eventually acquire Piddlwick and bring it to Blinksy, he is overjoyed that he will be able to study the living toy and use the knowledge to finish the automaton replacements. Being indebted to them beyond any ability he has to pay them, he will offer them the only thing that he currently has that brings him any joy: Piccolo the Monkey.

However, 1d4 days after the party leaves Pidlwick II with Blinksy, before the toymaker can dissect the jester, Piddlwick will murder Gadof by pushing him off the balcony of the second floor, causing him to fall to his death into the toyshop below. It will then set out on its own to return to Castle Ravenloft.

THE DOLL CONFRONTS BLINSKY

If the Devil Doll is able to acquire the voice box it will begin to speak in a mechanical voice with a heavy accent, similar to Blinksy's own. It will indicate that it does not wish to fight and only wants to speak to its "father," Gadof Blinksy. If the doll makes its way to Blinksy, or is brought before the toymaker by the adventurers, the doll will have harsh, angry words for its father, lamenting its own creation and the sad, transitory nature of mortal life.

Afterwards, Gadof will express joy that the Devil Doll thinks of him as a father and he will offer the doll a place within his home. Having gotten its anger off its chest, the doll will accept this arrangement, causing Blinksy to abandon any thought he has of duplicating his wife and child. Instead, Blinksy, the Devil Doll, and Piccolo will live in relative peace together. Blinksy will reward the party 250 gp – all of the money he has in his safe.



THE PARTY DISCOVERS EVIDENCE THAT BLINSKY MURDERED HIS FAMILY

If the adventuring party uncovers evidence that Blinksy murdered his family (for example, the bloody dagger from area N7m, Gadof's note from area N7u implicating him in the murders, or the faces of Lana and Milana Blinksy from area N7v) and turns that evidence over to the authorities in the town of Vallaki, Gadof will be arrested by the leader of the city guard, Izek Strazni. After a quick trial, he will be held in a cell at the Vallakovich Reformation Center for several days before being executed by hanging in the town square. Piccolo will be confiscated by Izek Strazni, who will keep the monkey as a pet.

Alternatively, should the adventurers attempt to confront Blinksy directly with evidence of the murders, he will do everything he can to stop them from exposing him, including fighting them to the death if necessary. If the party succeed turning Gadof in, killing or capturing him, Vallaki's Baron, Vargas Vallakovich, will pay the party a reward of 100 gp. He may also attempt to hire them to investigate other crimes within the town, such as the mysterious disappearance of two of the Baron's servants (see *Curse of Strahd*, area N3l).

In either case, the toy shop will be shuttered afterwards, never to again reopen.

APPENDIX A: MAGIC ITEMS

VOICE BOX

Wondrous item, rare (requires attunement by an autognome, warforged, or other construct)

A voice box is a small, mechanical cube, about one inch on each side. It can be used to give the ability of speech to certain constructed beings. To attune to this item, a construct must embed it within their head.

Once attached, this component cannot be removed unless the attuned construct allows it. The construct gains the features listed below.

Speech. The construct gains the ability to speak any languages that it understands. If it does not understand any languages, it also gains the ability to understand and speak Common, or another language that the voice box is programmed with by its designer. The construct controls the pitch, timber, and accent of the voice and can adjust it to suit their needs.

Amplify. The construct's voice booms up to three times as loud as normal for one minute.

Mimicry. The construct can mimic sounds that it has heard, including voices. A creature that hears these sounds can tell they are imitations by succeeding on a successful Wisdom (Insight) check opposed by a Charisma (Deception) check rolled by the construct.

Vocal Presence. The construct had advantage on all Charisma (Performance) checks that rely on speech.

THE VOICE BOX AND PIDLWICK II

Blinsky's *voice box* is primarily of use for the Devil Doll. However, if the players later encounter the clockwork jester Pidlwick II, they will also find that Fritz von Weerg's most famous creation is likewise mute. While Pidlwick uses hand signals and gestures combined with simple drawings as its primary methods of communication, the voice box is compatible with Weerg's mechanical designs.

If the party retrieves the clockwork jester from Castle Ravenloft, the voice box could be used to provide Pidlwick with a voice of its own.

APPENDIX B: HANDOUTS

LANA'S GOOD-BYE LETTER (VERSION 1)

The letter can be found in the top drawer of the desk in Blinsky's office (area N7g), in a rumpled envelope addressed "To My Light". Two different versions of the note are provided. Use the version that corresponds with the choice you made regarding the disposition of Blinsky's wife and daughter.

MY DEAREST GADOF,

WE WERE YOUNG AND HAPPY ONCE. YOU LITERALLY MADE JOY WITH YOUR HANDS AND BROUGHT IT TO THE LITTLE CHILDREN OF OUR TOWN. THOSE WERE JOYFUL DAYS AND YOU WERE A RAY OF SUNSHINE IN THIS SHADOWED LAND.

BUT THE LAST FEW MONTHS HAVE BROUGHT A CHANGE IN YOU. EVER SINCE THE BIRTH OF OUR LITTLE MILANA, DARK CLOUDS HAVE BLOTTED OUT YOUR LIGHT. YOUR SPARK HAS DIMMED AND MY LOVING HUSBAND HAS BEEN REPLACED BY A SAD, BROODING, ANGRY MAN.

THIS CHANGE HAS SHOWN THROUGH EVEN IN YOUR ART. WHERE ONCE YOU MADE HAPPINESS, NOW EVEN YOUR TOYS ARE TINGED WITH DARKNESS. YOU DRINK TOO MUCH AND SMILE TOO LITTLE.

I AM SORRY, MY LOVE. I WISH THAT I COULD HELP YOU. THE MORNINGLORD KNOWS THAT I HAVE TRIED. BUT I CAN NO LONGER LIVE IN THE SHADOW THAT YOU CAST AND I FEAR THAT OUR DAUGHTER CANNOT EITHER.

PLEASE TAKE CARE OF YOURSELF.

LANA

LANA'S GOOD-BYE LETTER (VERSION 2)



If Lana killed her child and herself. Use this version of Lana's letter to Blinsky instead.

MY DEAREST GADOF,

WE WERE YOUNG AND HAPPY ONCE. YOU LITERALLY MADE JOY WITH YOUR HANDS AND BROUGHT IT TO THE LITTLE CHILDREN OF OUR TOWN. THOSE WERE JOYFUL DAYS AND YOU WERE A RAY OF SUNSHINE IN THIS SHADOWED LAND.

BUT THE LAST FEW MONTHS HAVE BROUGHT A CHANGE IN BOTH OF US. EVER SINCE THE BIRTH OF OUR LITTLE MILANA, DARK CLOUDS HAVE BLOTTED OUT THE LIGHT. YOUR SPARK HAS DIMMED AND MY LOVING HUSBAND HAS BEEN REPLACED BY A SAD, BROODING, ANGRY MAN. IN THIS DARKNESS, I HAVE WITHDRAWN INTO MYSELF.

THIS CHANGE HAS SHOWN THROUGH EVEN IN YOUR ART. WHERE ONCE YOU MADE HAPPINESS, NOW EVEN YOUR TOYS ARE TINGED WITH DARKNESS. YOU DRINK TOO MUCH AND SMILE TOO LITTLE.

I AM SORRY, MY LOVE. I WISH THAT WE COULD HELP EACH OTHER FIND HOPE. THE MORNINGLORD KNOWS THAT I HAVE TRIED. BUT I CAN NO LONGER LIVE IN THE SHADOW THAT YOU CAST AND I FEAR THAT OUR DAUGHTER CANNOT EITHER.

PLEASE DO NOT BLAME YOURSELF.

LANA

GADOF'S SUICIDE NOTE (VERSION 1)

Blinsky wrote this in a fit of despair following the loss of his family, but found himself unable to follow through on the act. The unused note can be found amid technical drawings stuffed inside a drawer of the workbench in Blinsky's workshop (area N7u). Four different versions of the note are provided. Use the version that corresponds with the choice you made regarding the disposition of Blinsky's wife and daughter.

LANA, MY LOVE,

I AM SO SORRY. YOU ARE RIGHT THAT I AM A DIFFERENT MAN NOW THAN I USED TO BE. I KNOW THAT I DROVE YOU AWAY WITH MY DESPAIR, MY ANGRY OUTBURSTS, AND MY DRINKING AND BROODING. YOU DESERVE BETTER.

PLEASE DO NOT BLAME YOURSELF. THE FAULT IS ALL MINE.

DESPITE MY ACTIONS, I LOVE YOU AND LITTLE MILANA VERY MUCH.

I ONLY WISH THAT I COULD FIND SOME WAY TO BRING YOU BACK TO ME, BUT I KNOW THAT YOU ARE BETTER OFF WITHOUT ME. I HOPE THAT YOU ARE HAPPY AND WELL.

-BLINSKY

GADOF'S SUICIDE NOTE (VERSION 2)



If Blinsky's family ran away, but died. Use this version of Blinsky's note instead.

LANA, MY LOVE,

I AM SO SORRY. YOU WERE RIGHT. I AM A DIFFERENT MAN NOW THAN I USED TO BE. I KNOW THAT I DROVE YOU AWAY WITH MY DESPAIR, MY ANGRY OUTBURSTS, AND MY DRINKING AND BROODING. YOU DESERVED BETTER.

I KNOW THAT WHAT HAPPENED TO YOU IS ALL MY FAULT. IF I HAD BEEN A BETTER HUSBAND AND FATHER, YOU WOULD NOT HAVE HAD TO FLEE THE SAFETY OF OUR TOWN AND THE TRAGEDY THAT BEFELL YOU ON THE ROAD WOULD NEVER HAVE OCCURED.

I HOPE YOU KNEW THAT, DESPITE MY ACTIONS, I LOVED YOU AND LITTLE MILANA VERY MUCH.

I MISS YOU AND WISH ONLY THAT I COULD FIND SOME WAY TO BRING YOU BACK TO ME.

-BLINSKY

GADOF'S SUICIDE NOTE (VERSION 3)

💀💀 *If Lana killed her child and herself.* Use this version of Blinsky's note instead.

LANA, MY LOVE,

I AM SO SORRY. YOU WERE RIGHT. I AM A DIFFERENT MAN NOW THAN I USED TO BE. I KNOW THAT I DROVE YOU TO DESPAIR WITH MY ANGRY OUTBURSTS, MY DRINKING, AND MY BROODING. YOU DESERVED BETTER.

I KNOW THAT WHAT YOU DID IS MY FAULT. IF I HAD BEEN A BETTER HUSBAND AND FATHER, YOU WOULD NOT HAVE FELT SUCH HOPELESSNESS FOR YOURSELF AND FOR OUR DAUGHTER.

PLEASE KNOW THAT I LOVED YOU AND LITTLE MILANA VERY MUCH.

I ONLY WISH THAT I COULD FIND SOME WAY TO BRING YOU BACK TO ME.

-BLINSKY

GADOF'S SUICIDE NOTE (VERSION 4)



Blinsky murdered his own family. Use this version of Blinsky's note instead.

LANA, MY LOVE,

YOU WERE RIGHT. I AM A DIFFERENT MAN NOW THAN I USED TO BE. YOU DROVE ME TO DESPAIR AND ANGER, TO DRINKING AND BROODING. I DESERVED BETTER.

I KNOW THAT WHAT I DID IS MY FAULT, BUT YOU SHARE IN THE BLAME. IF YOU HAD BEEN A BETTER WIFE, I WOULD NOT HAVE FELT SO HOPELESS.

DESPITE WHAT HAPPENED, I LOVED YOU AND LITTLE MILANA VERY MUCH, AND I COULD NOT BEAR THE THOUGHT OF YOU LIVING WITHOUT ME.

I ONLY WISH THAT I COULD FIND SOME WAY TO BRING YOU BACK TO ME.

-BLINSKY

CHANGELOG

V1.02, 18 NOVEMBER 2022

- Now a DM's Guild Copper Best Seller!
- Updated the Toy Credits link to point to the Internet Archive because the previous *Dragon+ Magazine* link was dead.

V1.01, 2 NOVEMBER 2022

- Added missing CR for The Devil Doll (CR5)
- Fixed a few minor typos

V1.00, 28 OCTOBER 2022

Initial release

Is No FUN, Is No BLINSKY!

A one or two session side
adventure, for characters of
levels 4-5, for use in the
Curse of Strahd campaign
setting.

